VAMPIRE DRAGONS

Blood-Sucking Draconic Overlords

Habitat: Any; **Treasure:** Any

When the corpse of a dragon is raised in undeath as a vampire, the result is a truly horrific creature, known simply, as a vampire dragon. Combining the insatiable bloodlust of vampiric undead with the indomitable might of a dragon, these monstrous undead creatures are feared by humanoids and dragons alike for their ability to turn those they bite into minions, or even more of their kind. The transition from living dragon to vampire dragon, however, is incredibly strenuous on the creature's essence. It is nearly impossible for any draconic creature other than a fully grown, true-dragon, to be turned into a vampire dragon. Younger dragons slain by the vampire dragon's bite instead rise as simple dragon zombies, and humanoids will typically rise as vampiric spawn with their minds completely dominated by the vampire dragon who created them.

Unlike humanoid vampires, vampire dragons are not bound to a coffin or other similar resting place. Instead, the vampire dragon is bound to its hoard. Most vampire dragons continue to expand and protect the same hoard they had in life, though in undeath this hoard may take on a twisted or more macabre quality. A

dragon who hoards knowledge may begin to stock their library with cursed tomes and volumes on necromancy, while a dragon who hoards treasure may begin to favor occult artifacts and dangerous magic items specifically attuned to necromantic energies.

VAMPIRE DRAGON LAIRS

Vampire dragons make their homes in a myriad of different places. Some reside in the same lair they occupied in life, while others seek out more hidden places where they can be sequestered away from the living.

The region around a vampire dragon's lair is altered by its presence, creating the following effects;

Children of the Night. The dragon exerts influence over the animals in its domain. From dusk until dawn, Medium or smaller Beasts have the Charmed condition while within 1 mile of the lair.

Looming Shadows. Shadows within 1 mile of the lair seem to move as if alive. Any creature (excluding the dragon and its allies) that finishes a Short Rest while within 1 mile of the lair must succeed on a DC 15 Wisdom saving throw or gain no benefit from that rest.

Mists. The area within 1 mile of the lair is Lightly Obscured by a persistent, creeping fog. The vampire and any creatures of its choice are unaffected by the fog.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

VAMPIRE DRAGON LAIRS

1d6	The Dragon Makes its Lair In…
1	An ancient castle atop a foreboding cliff.
2	Within the depths of an impossibly deep canyon.
3	In the catacombs beneath the ruins of an ancient city.
4	A cavernous chamber only accessible by shape shifting into mist.
5	Near a dormant portal to the Shadowfell in the heart of a murky forest.
6	In the same place it made its lair as a living creature.

YOUNG DRAGONS
When a young dragon is slain by a vampire dragon's bite, rather than rise as another vampire dragon, they instead rise as a zombie dragon under the vampire dragon's control.

Zombie dragons have the same game statistics they had in life, though they lose any breath weapons they may have had, their Intelligence score becomes 1, and they gain the following trait;

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 plus the damage taken unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Vampire Dragon

Huge or Gargantuan Undead, Lawful Evil

AC 20 **Initiative** +12 (22)
Hit Points 225 (18d12 + 108)
Speed 40 ft., Climb 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 24	+7	+7	**DEX** 18	+4	+4	**CON** 22	+6	+6
INT 17	+3	+4	**WIS** 16	+3	+9	**CHA** 24	+7	+7

Skills Deception +13, Insight +9, Perception +9, Persuasion +13, Stealth +10
Immunities Necrotic; Charmed, Exhaustion, Frightened
Resistances Cold, Lightning
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 19
Languages Common, Draconic
Challenge 18 (XP 20,000, or 22,000 in lair; PB +6)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Misty Escape. If the dragon drops to 0 Hit Points outside its resting place, the dragon uses Shape-Shift to become mist (no action required). If it can't use Shape-Shift, it is destroyed.

While it has 0 Hit Points in mist form, it can't return to its dragon form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it returns to its dragon form and has the Paralyzed condition until it regains any Hit Points, and it regains 1 Hit Point after spending 1 hour there.

Vampiric Weakness. The vampire dragon has these weaknesses:

- **Forbiddance.** The dragon can't enter a residence without an invitation from an occupant.
- **Stake to the Heart.** If a weapon that deals Piercing damage is driven into the dragon's heart while the dragon has the Incapacitated condition in its resting place, the dragon has the Paralyzed condition until the weapon is removed.
- **Sunlight.** The dragon takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The dragon makes three Grave Rend attacks. It can replace one attack with a use of Spellcasting to cast Chill Touch or with a use of Bite.

Grave Rend. Melee Attack Roll: +13, reach 10 ft. Hit: 18 (2d10 + 7) Slashing damage plus 10 (3d6) Necrotic damage. The target has the Grappled condition (escape DC 21) from one of two claws.

Bite. *Constitution Saving Throw:* DC 17, one creature within 10 feet that is willing or that has the Grappled, Incapacitated, or Restrained condition. *Failure*: 14 (2d6 + 7) Piercing damage plus 27 (6d8) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the dragon regains Hit Points equal to that amount. A Humanoid reduced to 0 Hit Points by this damage and then buried rises the following sunset as a Vampire Spawn (*MM pg. 315*) under the dragon's control. A Dragon reduced to 0 Hit Points by this damage and then buried rises the following sunset as a Vampire Dragon under the dragon's control.

Misty Breath (Recharge 5–6). *Constitution Saving Throw:* DC 20, each creature in a 60-foot Cone. *Failure*: 18 (4d8) Cold damage. *Success:* Half damage. The entire area of the cone is Heavily Obscured for the next minute. Any creature that starts its turn in the area takes 9 (2d8) Cold damage.

Siphoning Breath (1/Day). *Constitution Saving Throw:* DC 20, each creature in a 60-foot Cone. Bloodied creatures have Disadvantage. *Failure:* 52 (8d12) Necrotic damage. *Success:* Half damage. *Success or Failure:* The target's Hit Point maximum decreases by an

amount equal to the damage taken, and the dragon regains Hit Points equal to half that amount.

Shape-Shift. If the dragon isn't in sunlight, it shape-shifts into a Huge cloud of mist (Speed 10 ft., Fly Speed 40 ft. [hover]), or it returns to its Dragon form. Anything it is wearing transforms with it.

While in mist form, the dragon can't take any actions, speak, or manipulate objects. It is weightless and can enter an enemy's space and stop there. If air can pass through a space, the mist can do so, but it can't pass through liquid. It has Resistance to all damage, except the damage it takes from sunlight.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21, +14 to hit with spell attacks):

• At will: *Charm Monster, Chill Touch (3d10 damage), Disguise Self, Shapechange (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)*
• 3/day each: *Dominate Monster*
• 1/day each: *Mass Suggestion*

Bonus Actions

Charm (Recharge 5–6). The dragon casts Charm Monster, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 21), and the duration is 24 hours. The Charmed target is a willing recipient of the dragon's Bite, the damage of which doesn't end the spell. When the spell ends, the target is unaware it was Charmed by the dragon.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Beguile. The dragon casts Command, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 21). The dragon can't take this action again until the start of its next turn.

Deathless Rend. The dragon moves up to half its Speed, and it makes one Rend attack.

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